

# PATENT ABSTRACTS OF JAPAN

(11)Publication number : 2002-325970

(43)Date of publication of application : 12.11.2002

(51)Int.Cl.

A63F 13/10  
A63F 9/24  
A63F 13/00  
G06K 17/00

(21)Application number : 2001-132978

(71)Applicant : KONAMI COMPUTER ENTERTAINMENT  
YOKYO INC

(22)Date of filing : 27.04.2001

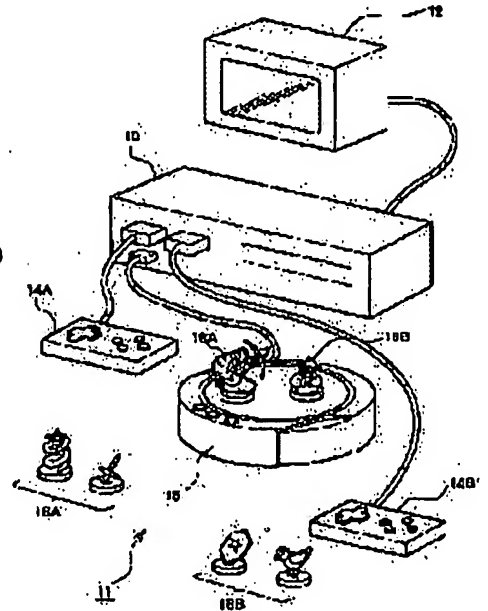
(72)Inventor : SAKIYAMA TAKAHIRO  
KAWAMOTO NORIO  
NITTA HARUNORI

## (54) GAME SYSTEM, PROGRAM AND RFID COMMUNICATION EQUIPMENT FOR GAME

### (57)Abstract:

**PROBLEM TO BE SOLVED:** To make a quick decision on the relationship of data read from an RFID(Radio Frequency Identification) data carrier during a game with a particular player.

**SOLUTION:** When players arrange their game pieces 18A and 18B in a communication area of an RFID reader/writer 16. ID information is read from there, and a data carrier list in which ID information and a player are correlated is generated. After the game is started, when the game pieces 18A and 18B are arranged in the communication area of the RFID reader/writer 16, ID information is read from there, and it is judged which player it corresponds to in view of the data carrier list.



### LEGAL STATUS

[Date of request for examination] 27.04.2001

[Date of sending the examiner's decision of rejection]

[Kind of final disposal of application other than the  
examiner's decision of rejection or application  
converted registration]

[Date of final disposal for application]

[Patent number]

[Date of registration]

[Number of appeal against examiner's decision of  
rejection]

[Date of requesting appeal against examiner's decision  
of rejection]

[Date of extinction of right]

**\* NOTICES \***

JPO and INPIT are not responsible for any damages caused by the use of this translation.

1. This document has been translated by computer. So the translation may not reflect the original precisely.
2. \*\*\*\* shows the word which can not be translated.
3. In the drawings, any words are not translated.

---

**DETAILED DESCRIPTION**

---

**[Detailed Description of the Invention]**

**[0001]**

**[Field of the Invention]** This invention relates to the RFID transmitter for games at the game system which enjoys a game, and the program list for it, arranging the piece for games and game card on hand with which two or more players equip the communications area of a common RFID transmitter with a RFID data carrier especially about a game system, a program, and the RFID transmitter for games.

**[0002]**

**[Description of the Prior Art]** In recent years, the RFID (Radio Frequency IDentification) technique is quickly developed, and the application range is spreading by the miniaturization of a RFID data carrier (RF-ID tag) also for the application which human being carries as not only an application but a personnel certificate, a commuter pass, etc. which are attached in objects, such as merchandise management and a physical distribution management.

**[0003]** As application to the field of the game of this RFID technique, there is a card game system currently indicated by JP, 11-244537, A. As a RFID data carrier is laid under the trading card and the data about an object are memorized, he is trying to rewrite it variously in this card game system according to progress of a game.

**[0004]**

**[Problem(s) to be Solved by the Invention]** As for the above-mentioned card game system, data will be read in there, if a player specifically arranges one stack (group of a trading card) for each data R/W means in order when a system starts. Moreover, when data reading is completed from the stack concerning one person's player, stack exchange is directed in order to read data in the stack concerning the following player. In this way, even if two data R/W means do not exist, it enables it to read the data for 2 persons or more one by one by one.

**[0005]** However, data reading will become very troublesome, if it is made to arrange a stack for a data R/W means in order at two or more players, directing stack exchange in this way and the number of players and the opportunity of data reading will increase. Each player embraces the aspect of affairs of a game. For example, arrange 1 or two or more RFID data carriers to arbitration in the communications area of a common RFID transmitter, or Or although an opportunity to arrange a RFID data carrier may arise for a data reading means repeatedly in a game in the game removed from this communications area. When the above-mentioned data reading procedure is applied to such a case, data reading will become very troublesome and there is a problem of checking smooth progress of a game.

**[0006]** This invention is made in view of the above-mentioned technical problem, and as the object can judge promptly whether it is data which require for which player the data read in the RFID data carrier in the game, it is to provide with a RFID transmitter the game system which helped smooth progress of a game, and the program list for it.

**[0007]**

**[Means for Solving the Problem]** In order to solve the above-mentioned technical problem, the game system concerning this invention A means to show around so that the piece for games or a game card on

hand may be arranged to the communications area of a common RFID transmitter for every player, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in the communications area of said common RFID transmitter according to said advice was equipped, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in a game in a means to match with each player ID information by which reading appearance is carried out, and to memorize it, and the communications area of said common RFID transmitter was equipped, It is characterized by including a means to judge the player corresponding to each piece for games or game card arranged in a game in the communications area of said common RFID transmitter, based on ID information by which reading appearance is carried out, and said content of storage of a means to memorize.

[0008] according to this invention -- for example, after game initiation etc. -- etc. -- if each player arranges the piece for games or a game card on hand to the communications area of a common RFID transmitter according to advice, reading appearance of the ID information will be carried out from the RFID data carrier with which the piece for these games or the game card was equipped. ID information by which reading appearance was carried out is matched with each player, and is memorized. And if the piece for games or a game card is arranged, for example after game initiation etc. in the communications area of a common RFID transmitter, reading appearance of the ID information will be carried out from the RFID data carrier with which they were equipped. And based on ID information by which reading appearance was carried out, and the content of the above-mentioned storage, the player corresponding to the arranged piece for games or game card is judged. For this reason, when each player arranges the piece for games or a game card on hand to the communications area of a common RFID transmitter beforehand, the inside of a game can judge the player corresponding to it promptly only by arranging the piece for games, or a game card to the communications area of a common RFID transmitter. In this way, smooth progress of a game can be helped.

[0009] Moreover, in one mode of this invention, a means to perform game processing based on the decision result by said means to judge is included further. If it carries out like this, by arranging the piece for games, or a game card to the communications area of a common RFID transmitter, game processing can be affected now for every player, and it can consider as an attractive game system.

[0010] Moreover, a means to show around so that the program concerning this invention may arrange the piece for games or a game card on hand to the communications area of a common RFID transmitter for every player, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in the communications area of said common RFID transmitter according to said advice is equipped, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in a game in the communications area of a means to match with each player ID information by which reading appearance is carried out, and to memorize it, and said common RFID transmitter was equipped, It is based on ID information by which reading appearance is carried out, and said content of storage of a means to memorize. It is for considering as a means to judge the player corresponding to each piece for games or game card arranged in a game in the communications area of said common RFID transmitter, and a means to perform game processing based on a decision result, and operating a computer.

[0011] If the program concerning this invention is performed by computers, such as a game machine and a personal computer, when each player arranges the piece for games or a game card on hand to the communications area of a common RFID transmitter beforehand, the inside of a game can judge the player corresponding to it promptly only by arranging the piece for games, or a game card to the communications area of a common RFID transmitter. In this way, smooth progress of a game can be helped.

[0012] Moreover, the means which reads ID information from the RFID data carrier with which the piece for games or game card of each player on hand with which the RFID transmitter concerning this invention is arranged in a communications area according to advice is equipped, The means which reads ID information from the RFID data carrier with which a means to match with each player ID information by which reading appearance is carried out, and to memorize it, and the piece for games or

game card arranged in a game in said communications area was equipped, It is characterized by having a means to judge the player corresponding to each piece for games or game card arranged in a game in said communications area, based on ID information by which reading appearance is carried out, and said content of storage of a means to memorize.

[0013] According to this invention, when each player arranges the piece for games or a game card on hand to the communications area beforehand, the inside of a game can judge the player corresponding to it promptly only by arranging the piece for games, or a game card to a communications area. In this way, smooth progress of a game can be helped.

[0014]

[Embodiment of the Invention] Hereafter, the gestalt of suitable operation of this invention is explained to a detail based on a drawing.

[0015] Drawing 1 is drawing showing the appearance of the game system concerning the gestalt of 1 operation of this invention. As shown in this drawing, this game system 11 is constituted including a home video game machine 10, the home television television machine 12, the game controllers 14A and 14B, the RFID reader writer (RFID transmitter) 16, and the pieces 18A and 18B for games. The home video game machine 10 is equipped with the information storage medium which stored the game program.

[0016] A home video game machine 10 has a well-known configuration conventionally, and seeing the game screen displayed on the home television television machine television machine 12, or hearing the game music and the game sound effect which are outputted from the loudspeaker built in the home television television machine 12, the player of one person or two persons carries out a game actuation input by the game controllers 14A and 14B, and enjoys a game.

[0017] The RFID reader writer 16 is connected to the home video game machine 10, and a point characteristic about this game system is a point of enjoying a game, laying the pieces 18A and 18B for games to which the player equipped this RFID reader writer 16 with the RFID data carrier according to the aspect of affairs of a game, or taking it down. For example, when Player A and Player B enjoy a game by this game system 11, Player A chooses one or more from piece 18for games A on hand according to the aspect of affairs of a game, and lays it in the RFID reader writer 16. Moreover, one or more are chosen from piece 18for games A already laid in the RFID reader writer 16 according to the aspect of affairs of a game, and it is taken down from this RFID reader writer 16. Similarly, according to the aspect of affairs of a game, Player B chooses one or more from piece 18for games B on hand, and lays it in the RFID reader writer 16. Moreover, one or more are chosen from piece 18for games B already laid in the RFID reader writer 16 according to the aspect of affairs of a game, and it is taken down from this RFID reader writer 16.

[0018] The pieces 18A and 18B for games are equipped with the coin-like RFID data carrier (tag) 22 as shown in drawing 2 , and the figure skating 24 which modeled the game character or the game item on it is attached. That is, the RFID data carrier 22 is used as a base of a figure skating 24. The RFID data carrier 22 stores game data with ID information which identifies oneself and others, respectively. Game data are data relevant to a figure skating 24, for example, are various attribute data (aggressivity, the defense force, the amount used, last activity time of day, etc.) of a game character or a game item. Although the RFID data carrier 22 memorizes with the gestalt which can be updated by the RFID reader writer 16, you may make it what is memorized with the gestalt (read-only) which cannot be updated included in game data. Moreover, as for ID information, it is desirable for the RFID data carrier 22 to memorize with the gestalt which cannot be updated because of unjust prevention.

[0019] Here, the RFID reader writer 16 reads data of each other from the RFID data carrier 22 in the non-contact condition, and further, the RFID reader writer 16 and the RFID data carrier 22 are what can write data now in reverse at the RFID data carrier 22, and have a well-known basic configuration conventionally. As a method, although various things, such as an electromagnetic coupling type, an electromagnetic induction type, a microwave method, and an optical method, are employable, as the RFID reader writer 16 especially used by this game system 11, and a RFID data carrier 22, alternative access needs to be possible. that is, data carry out reading appearance of the RFID data carrier 22 by

trying memorizing ID information which identifies oneself and others to the RFID data carrier 22 with which the specific piece for games was equipped among the pieces 18A and 18B for games which the RFID reader writer 16 specifies ID information, and are laid in this RFID reader writer 16 read access or by carrying out light access, or it needs to come to be able to do writing

[0020] In addition, as a method of the RFID reader writer 16 and the RFID data carrier 22, that to which the RFID data carrier 22 operates with a non-power source is desirable. Moreover, the RFID reader writer 16 is formed in the shape of [ which has the size of extent which can lay an about predetermined number, for example, ten pieces, for the pieces 18A and 18B for games ] a circular stage, and the antenna for making an electric power supply the RFID data carrier 22, data communication, and this RFID data carrier 22 is built in under this stage. That is, the top face of the RFID reader writer 16 is prepared as a communications area.

[0021] Hereafter, the detail of the configuration of this game system 11 is explained.

[0022] Drawing 3 is drawing showing the configuration of this game system 11 in a detail. As shown in this drawing, the game system 11 is constituted including a microprocessor 30, the image-processing section 32, a monitor 34, a bus 36, RAM38 and ROM40, I/O control unit 42, the game controllers 14A and 14B, the speech processing section 45, a loudspeaker 44, the DVD playback section 46, DVD48, the RFID reader writer 16, and the RFID data carrier 22. Among these, a monitor 34 and a loudspeaker 44 are contained in the home television television machine 12. Moreover, a microprocessor 30, the image-processing section 32, RAM38 and ROM40, I/O control unit 42, the speech processing section 45, and the DVD playback section 46 are built in the case of a home video game machine 10. Moreover, DVD48 is held in the disk tray with which the whole surface panel of a home video game machine 10 was equipped.

[0023] As shown in this drawing, a microprocessor 30, the image-processing section 32, RAM38 and ROM40, and I/O control unit 42 are connected by the bus 36 possible [ mutual data communication ]. Moreover, the game controllers 14A and 14B, the speech processing section 45, the DVD playback section 46, and the RFID reader writer 16 are connected to I/O control unit 42.

[0024] A microprocessor 30 controls each part of a home video game machine 10 based on the game program by which reading appearance is carried out from the operating system stored in ROM40, or DVD48. A bus 36 is for exchanging the address and data in each part of a home video game machine 10. Moreover, the game program and data which were read in DVD48 are written in RAM38 if needed. Moreover, the working area of a microprocessor 30 is also secured to RAM38. The image-processing section 32 is constituted including VRAM, changes the content into a video signal, and outputs it to a monitor 34 to predetermined timing while it receives the image data sent from a microprocessor 30 and draws a game screen on this VRAM.

[0025] I/O control unit 42 is an interface for relaying the data communication made between the game controllers 14A and 14B, the speech processing section 45, the DVD playback section 46 or the RFID reader writer 16, and a microprocessor 30. The game controllers 14A and 14B are input means for a player to carry out game actuation. I/O control unit 42 scans the actuation condition of the various carbon buttons of the game controllers 14A and 14B a fixed period, and passes the signal (manipulate signal) showing the scanning result to a microprocessor 30 through a bus 36. A microprocessor 30 judges game actuation of a player based on the manipulate signal. The speech processing section 45 is constituted including the sound buffer, reproduces data which reading appearance was carried out from DVD48, and were memorized by the sound buffer, such as music and a game sound effect, and outputs them from a loudspeaker 44. The DVD playback section 46 reads the game program and data which are memorized by DVD48 according to the directions from a microprocessor 30. The RFID reader writer 16 has the configuration mentioned above, and is connected for example, to the USB (Universal Serial Bus) port of a home video game machine 10 etc. And ID information and game data which are memorized by the RFID data carrier 22 according to the directions from a microprocessor 30 are read.

[0026] Hereafter, the processing of a home video game machine 10 based on processing of the game system 11, especially the program stored in DVD48 is explained.

[0027] He is trying for each player to register the pieces 18A and 18B for games on hand into a data

carrier list in this game system 11 at the time of initiation of a game. Drawing 4 is flow drawing explaining data carrier list registration processing. Based on the game program stored in DVD48, a home video game machine 10 performs processing shown in this drawing. In this processing, A (the 1st person player) is first set as a player variable (S101), and the initial screen format for showing around so that piece 18 for games A on hand or 18B may next be laid in the communications area of the RFID reader writer 16 to Player A is displayed on the home television machine 12 (S102). If it is made for an advice image to contain a message, such as "all the 1st person players (1P) should have, and put a piece on the field", or "all the 2nd person players (2P) should have, and put a piece on the field", it is suitable. And if Player A lays piece 18A for games on hand in the communications area of the RFID reader writer 16 according to this advice, ID information will be read from there (S103). This processing (S103) is continued until completion actuation is performed in game controller 14A (S104). That is, each player may make the piece 18 for games on hand lay in the communications area of the RFID reader writer 16 in order so that all the pieces 18 for games may be carried at least at once, putting all the pieces 18 for games on hand on the communications area of the RFID reader writer 16 at once, and carrying, taking down and carrying out the piece 18 for games on hand. And if completion actuation is performed, read ID information will be registered into a data carrier list (S105).

[0028] Drawing 5 shows an example of a data carrier list. A data carrier list distinguishes and memorizes ID information group corresponding to Player A, and ID information group corresponding to Player B, and it relates read ID information with the player corresponding to the ID information, and he is trying to memorize it in S105. That is, about piece 18 for games A laid in the communications area of the RFID reader writer 16 according to the initial screen format to Player A, ID information read from there is matched with Player A, and is memorized. Moreover, about piece 18 for games B laid in the communications area of the RFID reader writer 16 according to the initial screen format to Player B, ID information read from there is matched with Player B, and is memorized.

[0029] If a data carrier list is registered, it judges whether data carrier registration was finished to both players (S106), and if it has not finished, B (the 2nd person player) will be set as a player variable (S107), and processing of S102 to S105 will be performed about Player B. And processing is ended after finishing data carrier registration to both players (S106).

[0030] After game initiation, if the data carrier list is beforehand prepared before game initiation as mentioned above, if the piece 18 for games is laid in the RFID reader writer 16, Player A has, a piece or Player B has, and it can judge a piece promptly. That is, in a home video game machine 10, if the piece 18 for games is laid in the RFID reader writer 16 after game initiation, ID information will be read from there. And Player A has, a piece or Player B has, and he is trying for the piece 18 for games to judge a piece promptly by investigating whether in the data carrier list, the read ID information is matched with which of Player A and Player B, and is memorized. In this way, the game is made to advance smoothly.

[0031] Next, the Maine game processing performed after data carrier list registration processing is explained. Drawing 6 is flow drawing explaining the Maine game processing. As shown in this drawing, in this processing, ID information and game data are read from the pieces 18A and 18B for games currently first laid in the communications area of this RFID reader writer 16 by the RFID reader writer 16 (S201). And an active data carrier registration table is generated based on the ID information and game data which were read (S202). Drawing 7 is drawing showing an example of this active data carrier registration table. An active data carrier registration table matches and memorizes ID information on the pieces 18A and 18B (RFID data carrier 22) for games currently laid in the communications area of the current RFID reader writer 16, game data, and a registration deletion prohibition flag. The pieces 18A and 18B for games by which game data are registered into this active data carrier registration table affect the game processing at that event. Reading appearance of ID information and game data which are memorized by this table is carried out from the RFID data carrier 22, and a registration deletion prohibition flag is a flag for not deleting the record concerning these pieces 18A and 18B for games from an active data carrier registration table exceptionally, even if the pieces 18A and 18B for games are taken down from the communications area of the RFID reader writer 16, and is set up according to the content of game processing.



[0032] In S202, generation of an active data carrier registration table performs game processing next (S203). This game processing is processing which updates a game screen or directs a pronunciation start or halt of game music or a game sound effect, and is performed based on the manipulate signal inputted by the game controllers 14A and 14B, ID information, game data which are memorized by the active data carrier registration table, etc. It matches with ID information and the image data of a game character or a game item (figure skating 24), voice data, various attribute data, etc. are beforehand memorized by DVD48. And a home video game machine 10 reads the data corresponding to ID information memorized by the active data carrier registration table from DVD48. In this way, based on the game data memorized by the data read from the DVD48, a manipulate signal, and the active data carrier registration table, it is made to perform game processing. In addition, game processing is easy to be the thing of various genres, such as a thing concerning for example, a tray DINGU game card game, a thing concerning a role playing game, a thing concerning a drive game, a thing concerning various sport games, and a thing concerning a music game, in content. Moreover, in game processing, when it needs to be judged whether the piece 18 for games currently laid in the communications area of the RFID reader writer 16 is placed by which player (to which player does it correspond?), the check of the ID information is carried out to the above-mentioned data carrier list, and it is judged. And game processing is performed based on a decision result.

[0033] For example, if the piece 18 for games equipped with the figure skating 24 which modeled a certain game item is laid in the communications area of the RFID reader writer 16, it will judge whether the piece 18 for games is placed by which player by investigating whether from there, in the data carrier list, ID information by which reading appearance was carried out is matched with which player, and is memorized. And it is made to make the effectiveness of having used the game item for the player supposed that the piece 18 for games was placed by the decision belong in a home video game machine 10.

[0034] When the piece 18 for games which similarly was equipped with the figure skating 24 which modeled a certain game character is laid in the communications area of the RFID reader writer 16, the game character is made to appear in game space (game field) as an ally of the player which judges whether it is laid by which player and judged to have placed the piece 18 for games.

[0035] Moreover, in [ of the home television television machine 12 ] preparing the field which displays an activity game item and an ally game character on the display screen for every player If the piece 18 for games equipped with the figure skating 24 which modeled the game item and the game character is laid in the communications area of the RFID reader writer 16 You may make it display the image of these game item or a game character on the viewing area corresponding to the player judged to have laid the piece 18 for games.

[0036] Once it finishes game processing of S203, while updating the game data memorized by the active data carrier registration table based on the content next (S204), a registration deletion prohibition flag is updated (S205). In S203, the game data which game processing relevant to the game character or game item corresponding to ID information memorized by the active data carrier registration table is performed, and are applied to these game character or a game item if needed are updated. Moreover, in game processing of S203, it judges whether henceforth needs to continue appearing in a game about the game character or game item corresponding to ID information memorized by the active data carrier registration table. And henceforth sets the purport which forbids 1, i.e., registration deletion, to the registration deletion prohibition flag concerning the game character or game item which needs to continue appearing in a game (S205).

[0037] Then, the content of updating of the game data memorized by the active data carrier registration table is made to reflect also in the RFID data carrier 22 by the RFID reader writer 16 (S206). Moreover, ID information on all the pieces 18A and 18B for games currently laid in the current communications area by the RFID reader writer 16 is read (S207). And it judges whether ID information which is not yet memorized is shown in an active data carrier registration table in the read ID information (S208). And when there is ID information which is not yet memorized by the active data carrier registration table, game data are read from the pieces 18A and 18B for games concerning the ID information (S209), and

the group of the ID information and game data is stored in an active data carrier registration table (S210). On the other hand, if there is no ID information which is not yet memorized by the active data carrier registration table in S208, processing of S209 and S210 will be skipped.

[0038] next, in a home video game machine 10, it judges whether there is some ID information which carried out reading appearance by S207 among ID information memorized by the active data carrier registration table and not existing (S211). And if there is such ID information, since it can judge that the pieces 18A and 18B for games concerning the ID information were already taken down from the communications area of the RFID reader writer 16, it investigates whether 1 is set to the registration deletion prohibition flag corresponding to the ID information (S212). And if 1 is not set to the registration deletion prohibition flag, the record about the ID information is deleted from an active data carrier registration table (S213). On the other hand, if 1 is set to the registration deletion prohibition flag, the message urged to the home television television machine 12 that the pieces 18A and 18B for games are again laid in the communications area of the RFID reader writer 16 will be displayed (S214). And processings from S203 [ more than ] to S214 are repeated till game termination (S215).

[0039] According to the game system 11 explained above, [ whether the pieces 18A and 18B for games were laid in the communications area of the RFID reader writer 16, and ] Or while supervising whether it was taken down from the communications area and updating an active data carrier registration table at any time Since game processing was developed based on the content of registration of this active data carrier registration table A player can enjoy a game, arranging 1 or two or more pieces 18A and 18B for games to the communications area of the RFID reader writer 16, or removing them from this communications area according to the aspect of affairs of a game.

[0040] Moreover, each player lays all the pieces 18A and 18B for games on hand in the RFID reader writer 16 before game initiation. The ID information is registered into a data carrier list. After game initiation If the pieces 18A and 18B for games are laid in the RFID reader writer 16, he is trying to judge whether in the light of the data carrier list, each pieces 18A and 18B for games were laid by which player in ID information by which reading appearance is carried out from there. For this reason, after game initiation can judge whether each pieces 18A and 18B for games were promptly laid by which player, and can advance a game smoothly.

[0041] In addition, this invention is not limited to the gestalt of the above-mentioned implementation.

[0042] For example, although the program (game program) was supplied to the home video game machine 10 from DVD48 in the above explanation, you may make it supply a program from all information storage media, such as a memory cartridge, CD-ROM, a magneto-optic disk, and a floppy (trademark) disk. Moreover, you may make it supply a program to a home video game machine 10 through data communication networks, such as the Internet and a cable television network. In this case, you may make it supply the whole program to a home video game machine 10 collectively, and may make it adopt the so-called stream mold distribution which supplies every [ of a program / a part ] if needed.

[0043] Moreover, in the above explanation, ID information is read from the RFID data carrier 22 by which the home video game machine 10 is periodically laid in the RFID reader writer 16. By comparing this with the content of the active data carrier registration table the new pieces 18A and 18B for games were laid in the RFID reader writer 16 -- or, although it supervised directly whether the pieces 18A and 18B for games were taken down from the RFID reader writer 16 Or it supervises whether the pieces 18A and 18B for games were taken down from the RFID reader writer 16. the data carrier 22 new at the processor for control built in the RFID reader writer 16 was laid -- You may make it make it report to a home video game machine 10 promptly. Thus, a home video game machine 10 is based on a report from the RFID reader writer 16. Even if it supervises indirectly whether the new pieces 18A and 18B for games were laid in the RFID reader writer 16, or the pieces 18A and 18B for games were taken down from the RFID reader writer 16 A player can realize the system which enjoys a game, arranging 1 or two or more pieces 18A and 18B for games to the communications area of the RFID reader writer 16, or removing them from this communications area according to the aspect of affairs of a game. Or a player may be made to realize the system which enjoys a game, arranging 1 or two or more pieces 18A and



18B for games to the communications area of the RFID reader writer 16, or removing [ carry the function of a home video game machine 10 in the RFID reader writer 16, ] them without a home video game machine 10 from this communications area according to the aspect of affairs of a game.

[0044] Moreover, while having LCD (liquid crystal display) and a game controller in one, you may make it connect to the RFID reader writer 16 a home video game machine 10 and the handheld game machines 20A and 20B which have an equivalent function like game system 11A shown in drawing 8 , although the game system 11 was constituted from the above explanation using the home video game machine 10. If it carries out like this, a player can enjoy a game, arranging 1 or two or more pieces 18A and 18B for games to the communications area of the RFID reader writer 16, or removing them from this communications area according to the aspect of affairs of a game, out of a home.

[0045] Moreover, although the pieces 18A and 18B for games were equipped with the RFID data carrier 22 in the above explanation, the RFID data carrier 22 may be formed in the shape of a card. In this way, the made game card as well as the pieces 18A and 18B for games can be used by the above-mentioned system.

[0046] Furthermore, although the RFID reader writer 16 was controlled by the above explanation from the home video game machine 10 The computer which includes display means, such as a microprocessor, memory, a display, and LED, etc. in the RFID reader writer 16 is made to build in. By control of this computer It shows around so that it may arrange for every player to the communications area of piece 18for games A on hand, and 18BRFID reader writer 16. While reading ID information from the RFID data carrier 22 with which the pieces 18A and 18B for games arranged according to the advice were equipped, ID information by which reading appearance is carried out is matched with each player, and you may make it memorize on a data carrier list. In this case, what is necessary is just to judge whether the pieces 18A and 18B for games have been arranged by which player in the communications area of the RFID reader writer 16, when the pieces 18A and 18B for games read ID information from there and carry out the check of it to a data carrier list by arrangement \*\*\*\* and control of this computer into a game in the communications area of the RFID reader writer 16. and ID information and game data by which reading appearance is carried out from the pieces 18A and 18B for games in this decision result -- \*\* -- if it transmits to both the home video game machines 10, it can be made to reflect in game processing with a home video game machine 10 Moreover, although two persons' player enjoyed the game by the game systems 11 and 11A, you may make it more players enjoy a game by this system in the above explanation.

[0047]

[Effect of the Invention] According to this invention, as explained above, when each player arranges the piece for games or a game card on hand to the communications area of a common RFID transmitter beforehand, the inside of a game can judge the player corresponding to it promptly only by arranging the piece for games, or a game card to the communications area of a common RFID transmitter, and can help smooth progress of a game.

---

[Translation done.]

## \* NOTICES \*

JPO and INPIT are not responsible for any damages caused by the use of this translation.

1. This document has been translated by computer. So the translation may not reflect the original precisely.
2. \*\*\*\* shows the word which can not be translated.
3. In the drawings, any words are not translated.

---

## CLAIMS

---

### [Claim(s)]

[Claim 1] A means to show around so that the piece for games or a game card on hand may be arranged to the communications area of a common RFID transmitter for every player, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in the communications area of said common RFID transmitter according to said guidance was equipped, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in a game in a means to match ID information read with each player, and to memorize it, and the communications area of said common RFID transmitter was equipped, The game system characterized by including a means to judge the player corresponding to each piece for games or game card arranged in a game in the communications area of said common RFID transmitter, based on ID information read and said contents of storage of a means to memorize.

[Claim 2] The game system characterized by including further a means to perform game processing based on the decision result by said means to judge, in a game system according to claim 1.

[Claim 3] A means to show around so that the piece for games or a game card on hand may be arranged to the communications area of a common RFID transmitter for every player, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in the communications area of said common RFID transmitter according to said guidance is equipped, The means which reads ID information from the RFID data carrier with which the piece for games or game card arranged in a game in the communications area of a means to match ID information read with each player, and to memorize it, and said common RFID transmitter was equipped, It is based on ID information read and said contents of storage of a means to memorize. The program for considering as a means to judge the player corresponding to each piece for games or game card arranged in a game in the communications area of said common RFID transmitter, and a means to perform game processing based on a decision result, and operating a computer.

[Claim 4] The means which reads ID information from the RFID data carrier with which the piece for games or game card of each player on hand arranged in a communications area according to guidance is equipped, The means which reads ID information from the RFID data carrier with which a means to match ID information read with each player, and to memorize it, and the piece for games or game card arranged in a game in said communications area was equipped, The RFID transmitter for games characterized by having a means to judge the player corresponding to each piece for games or game card arranged in a game in said communications area, based on ID information read and said contents of storage of a means to memorize.

---

[Translation done.]

\* NOTICES \*

JPO and INPIT are not responsible for any damages caused by the use of this translation.

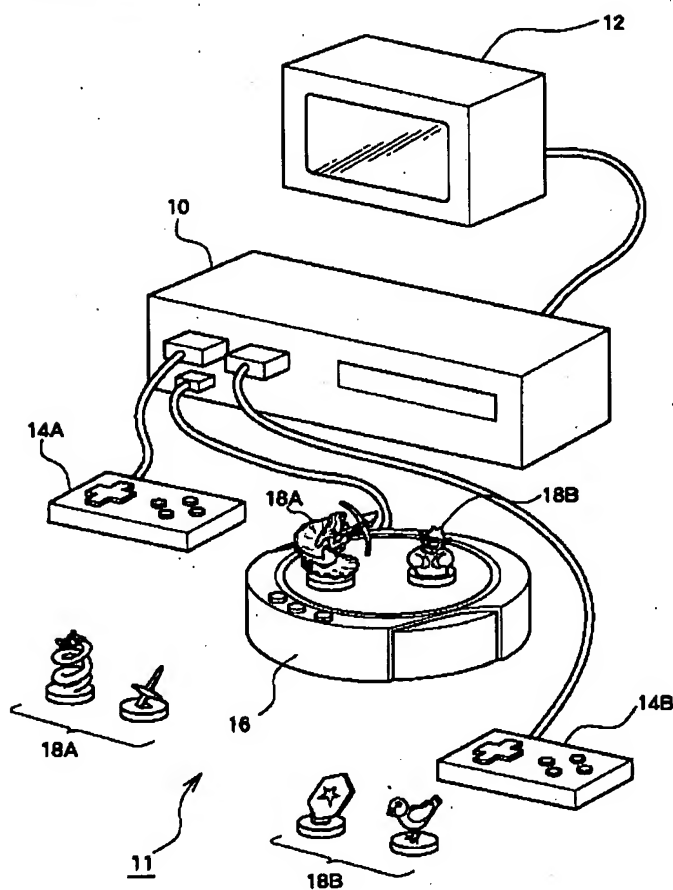
1. This document has been translated by computer. So the translation may not reflect the original precisely.
2. \*\*\*\* shows the word which can not be translated.
3. In the drawings, any words are not translated.

---

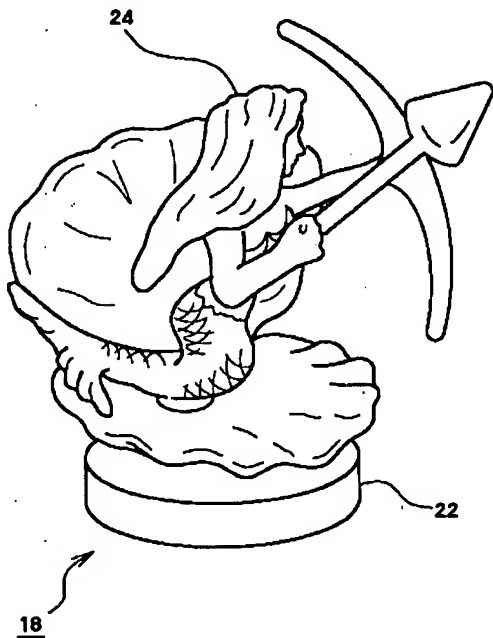
DRAWINGS

---

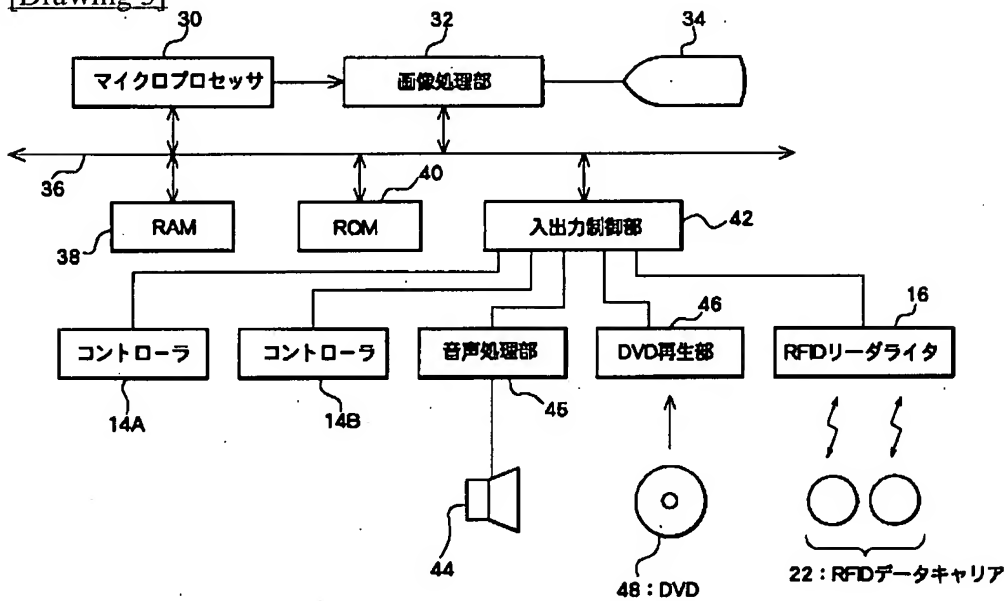
[Drawing 1]



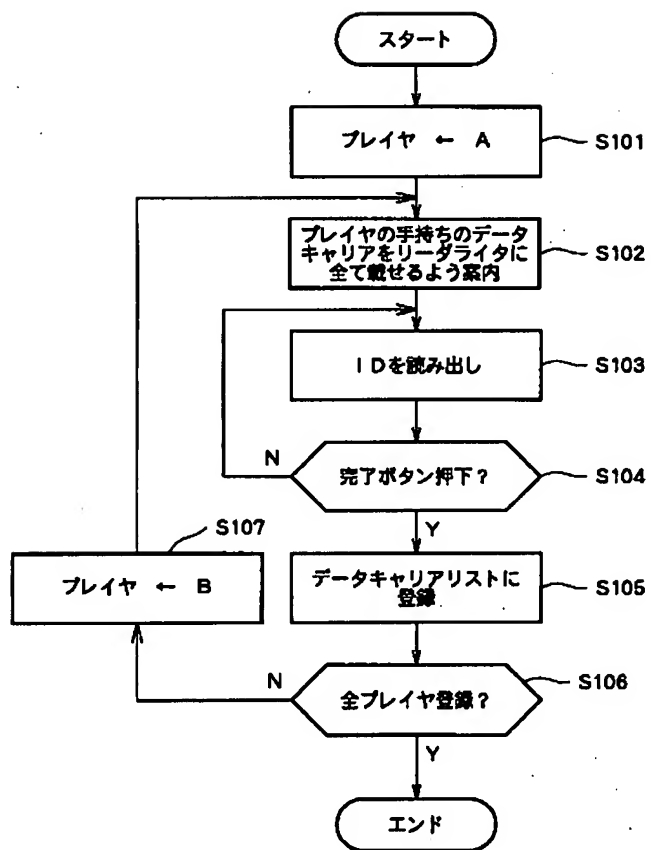
[Drawing 2]



[Drawing 3]



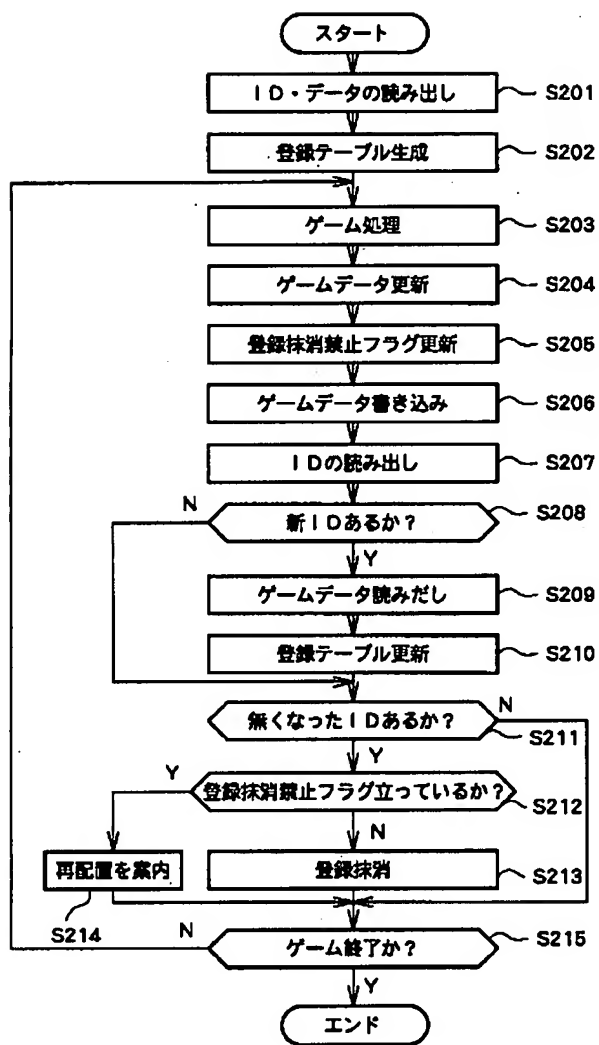
[Drawing 4]



[Drawing 5]

プレイヤーA	プレイヤーB
1037	2033
1002	2941
2111	1005
2356	3987
8941	9854

[Drawing 6]

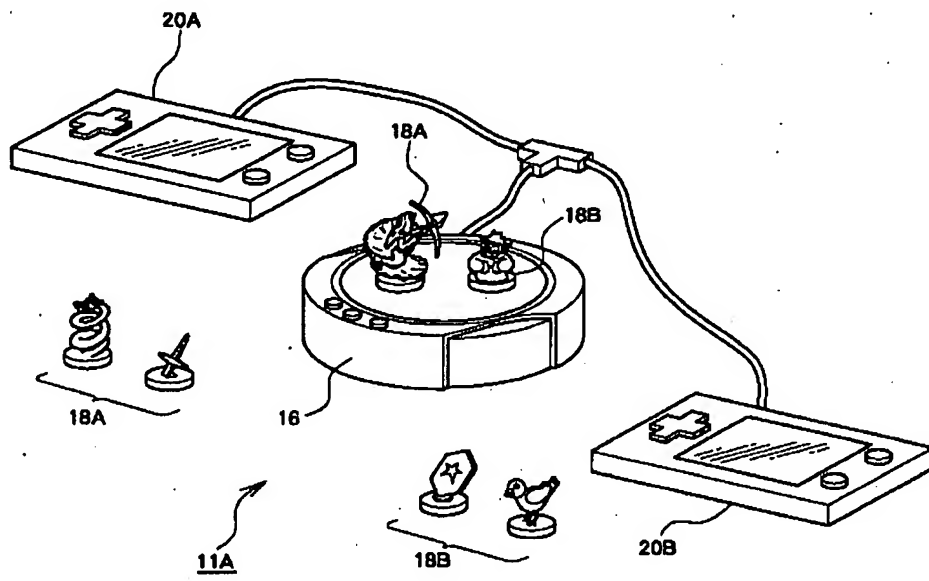


[Drawing 7]

ID	ゲームデータ	登録抹消 禁止フラグ
1002	.....	1
2033	.....	0
3987	.....	0
2111	.....	1

[Drawing 8]





---

[Translation done.]